

LOADSTAR LETTER #24

July 1995 Companion newsletter for LOADSTAR #134
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The Compleat Print Shop, Volumes I & II Completed

LOADSTAR proudly announces the publication of its seventh and eighth major product in the "COMPLEAT" series -- *THE COMPLEAT PRINT SHOP I & II!* The first compilation contains over 1300 artistic and never before published PRINT SHOP images. The second collection holds over 1300 images previously published in the pages of LOADSTAR. The smart, fast software package included allows you to quickly scan through the many PRINT SHOP images sequentially, by name, or by group number. Press a key and save the graphic you want in 2-block, 3-block and even PRINTMASTER graphic files! All that plus a printed guide to your new sea of graphic files. For ordering information, turn to page 3

Corrections And Apologies

In a recent LOADSTAR LETTER, a column about the 4-SCAN digitizer was run with no byline. The article was written by John Elliott. In another article by John Elliott, which was edited by me, I mistakenly noted that the RAMDrive was no longer on the market. It *is* on the market, sold by PPI. Performance Peripherals, Inc., 5 Upper Loudon Rd., Loudonville NY 12211. Tel & FAX 518/436-0485

Senate Passes Telecom Bill, Action Moves To House

06/16/95 WASHINGTON, D.C., U.S.A., 1995 JUN 16 (NB) -- The Senate's overwhelming passage of telecommunications reform, by a vote of 81-18, now puts the spotlight on the House, where two competing measures will get attention later this summer. A bill passed by the House Commerce Committee goes even further in deregulating telecommunications than the Senate bill, while a House Judiciary Committee bill would take a far different approach, giving the Justice Department a role in regulating telecommunications firms.

Look for floor action in the House in July, and a joint House-Senate conference to work out differences in the measures in the early fall.

The Senate measure includes a provision that has been wildly controversial among computer and online communications interests: a ban of smut on computer online networks, including the Internet. The provision

would make it a crime punishable by fines of up to \$100,000 and two years in jail for people who knowingly transmit indecent material over a network accessible to people under 18.

The Senate smut provision would also block "lewd, lascivious, filthy or indecent" comments over computer networks. The measure was adopted Wednesday by a 84-16 vote as senator after senator stepped to the well to get on record as being opposed to porn.

But civil libertarians object that the Senate provision is intrusive on private communications and likely to be unconstitutional, as an infringement on free speech. Sen. Patrick Leahy tried, and failed miserably, to sidetrack the porn provision. "None of us is in favor of pornography," he said, "But we can accomplish the goal of keeping pornography away from children without imposing a big new layer of government censorship and without destroying the Internet."

Even some conservative Republicans found the rush to stamp out smut distasteful. "It's kind of a game to see who can be the most against pornography and obscenity," said Hatch. "It's a political exercise, and I'm against it."

The measure would not hold online services responsible for material that got on their services without their knowledge, just as phone companies are not accountable for people who use phones to commit crimes. But the question of who is responsible on moderated online forums is unclear.

Neither House bill has a similar anti-smut provision.

The key to clearing the final Senate bill for passage was a compromise brokered by Senate Majority Leader Bob Dole (R-Kan.), Commerce Committee Chairman Larry Pressler (R-S.D.), and Democratic leaders. It would allow long-distance companies to compete sooner in the intraLATA market, the short-haul long-distance market that is very lucrative to the regional Bell operating companies.

Under the deal, 10 states that have begun opening the intraLATA market would be allowed to go forward. But the short-haul business in the other 40 states would remain a Baby Bell monopoly for three years.

Dole called the telecommunications bill, designed to rewrite and bring up to date the 1934 Communications Act that currently governs US policy, "Probably the most important bill we have considered all year, no doubt about it."

Pressler said the Senate bill will be the roadmap for the information superhighway, and will introduce competition into every technology including broadcast.

telephone and cable.

But the White House is not particularly happy with the Senate measure. "More needs to be done to improve the legislation so that it will truly promote competition, benefit consumers and protect universal (telephone) service," said the White House in a written statement.

The Bells were licking their chops and the long-distance carriers licking their wounds following Senate passage. The bill "strikes the balance that was necessary to get consensus from the Senate and should be a major influence on the shape of final legislation," said the Alliance For Competitive Communications, a Bell group.

But AT&T grumbled that the Senate bill "falls far short of requiring that real local phone competition exists before the Bell companies can use their monopoly muscle to disadvantage long-distance customers and competitors."

AT&T very much prefers the bills passed in the House, and especially the Judiciary Committee bill with its role for the Justice Department, AT&T's Jim McGann told Newsbytes. He said it looks like House action will come in mid-July.

(Kennedy Maize/19950616/Press Contacts: Bill McCloskey, Bell South, 202-463-4129; Jim McGann, AT&T, 202-457-3942))

Escom Talks?

I (Jeff) downloaded the following file from GENie. I only edited it for format (and any changes my spell checker might make). This information may or may not be true. For those who aren't up to date, Escom is the giant German company that recently purchased the rights to Commodore technology. Don't base any stock trading on this article and blame your losses on the LOADSTAR LETTER.

Jeff out.

This one is forwarded from CIX. I'm just reproducing it, therefore can't bring any proofs of reliability... Use with caution.

Marv Birkinbine, our redoubtable Boise video expert, Amiga dealer, and man-with-ear-to-ground, recently faxed a list of questions to Manfred Schmidt,

president and owner of 51% of ESCOM AG, the parent company of the Amiga buyout winner. This morning, Tuesday May 2nd, he got a reply. What follows is my transcription. This appears genuine; I've seen the original. Marv assures me it's OK to post.

1: (Marvin Birkinbine) It has been said that you plan on making 64's, 600's, 1200's. Is this true? What about CD-32's, full-motion video module, etc.?

(Manfred Schmidt) CD-32 production we will also start soon. Also we think to integrate CD-32 in a PC as well as in televisions.

We will also cooperate with many suppliers like Motorola and Apple for new applications. The idea is to produce an Amiga PC board which fits into Intel machines, Apple Performa and Power PC.

2: (MB) (No, not THAT MB!) Will you be setting up a U.S. distributor? Will it be CEI? If not then who?

(MS) Yes! Not yet decided! We talk with all.

3: (MB) Will you make monitors? What kind? Multisync?

(MS) Yes, Amiga monitors. Specifications not yet decided.

4: (MB) Will you be fixing the 1200 & 4000 so they don't require 15KHz scan? (For better picture quality.)

(MS) Yes, in next generation for 1996.

5: (MB) Will you consider national advertising in the U.S.?

(MS) Yes, in cooperation with distributors and dealers.

6: (MB) Maxximum Video would be a great place to have those spots produced, and the cheapest!!!!!!! [Ed. Note: Sorry for shameless commercialism.]

(MS) O.K.

7: (MB) It is said that you are looking into a Power PC chip configuration. Have you considered the PA RISC? In the U.S. an 80MHz computer is where the competition is. The PA RISC at 125 MHz would be a step ahead and it is already reverse-engineered to emulate the Motorola.

(MS) We are always looking for the most powerful machines.

8: (MB) Will you be looking at continued A2000 support?

(MS) We talk with [obscured] to do it.

9: (MB) Will you be including hard drives with your systems?

(MS) Optional.

10: (MB) What sort of development do you see ESCOM pursuing to advance the Amiga technology?

(MS) We will work with new projects, when we have defined the R&D team. We will integrate the most successful engineers from the market.

11: (MB) Will you be setting up a U.S. engineering team?

(MS) Yes.

12: (MB) Will you be contacting Newtek to arrange new support for the Amiga?

(MS) We have to.

13: (MB) Will you be contacting H-P to produce chipsets or a joint agreement to license them to be a clone maker?

(MS) Yes.

14: (MB) Where do you see Amiga and Commodore one year from now? Two years from now? Five years from now?

(MS) We will be one of the most successful multimedia companies in the world. Commodore with Amiga will be a 1 billion US\$ company within three years.

15: (MB) How long do you expect it will take to bring product to market in the U.S.?

(MS) September 1995.

16: (MB) Will you sell directly in the U.S.?

(MS) No, through distributors only.

17: (MB) How are you going to encourage software development in the U.S.?

(MS) Please wait. We have some ideas.

18: (MB) What kinds of incentives will you be able to offer the dealer?

(MS) Products, products...

19: (MB) Will you be developing 16-bit audio for the Amiga? What about MIDI?

(MS) Please wait.

20: (MB) Will you be correcting the dealer/distribution problem that Commodore made?

(MS) I hope so. We will try our best.

(MB) Well, that is about all I have for now. Sorry it is so boring but these are questions that a large number of my customers would like to know. [Ed. Note: and you know how boring WE are!] I will close for now and get this in the fax and send it to you. Thank you very much for taking the time to fax with me. And I hope to have a long and happy relationship with ESCOM.

Thank you again for your help and LONG LIVE COMMODORE / AMIGA / ESCOM!!!

messages...it "counts" the messages out like 10 times faster!!! loadstar bbs really cooks now! we have found only one flaw so far and can not tell if the cartridge caused the problem or not...but since the cartridge was plugged in, TNZ had not recieved any netmail from them. i logged on and found the nm.password (seq) file on the email partition was corrupted. it showed to have NO block count and had an asterisk to the right side. don't know if the cartridge caused this or not. but if this thing works out for loadstar...i plan to purchase one also! y'all call and check it out...REALLY! hey Chief...you know anything about this brand of cartridge and its compatibility to image bbs? you may want to call loadstar and talk to them about it. it looks like a sensational fresh breath of air to our otherwise slow computer! later dudes...gotta pack for a little journey...

FROM: Bodacious BBS - NISSA node #14, Shreveport, LA.
(318)-929-4020

-Response #1 of 8- By JEFF JONES-LSD1

On Mon Jun 12, 1995 8:29 AM

Subtopic: Wait a bit on that

I've taken the cartridge out of the slot until I can alter the BBS to go into 1MHZ during network feeds and sends. I'll try to get back to 4MHZ by week's end.

-Response #2 of 8- By BLACK SABER @ CHM

On Tue Jun 13, 1995 9:05 PM

Subtopic: Sounds GREAT!! But..

From CHMAG BBS on Sun Jun 11, 1995 12:38 PM
How do I incorporate the user of that cartridge while using a swiftlink??

BLACK SABER SysOp, CHMAG BBS, CHM-NISSA Node 2
MailNet ID# 37 Philadelphia, PA 215-242-4604

-Response #3 of 8- By JOE COMMODORE @ SLR

On Tue Jun 13, 1995 9:05 PM

Subtopic: Where?

Posted: Sun Jun 11, 1995 9:15 PM

Ok, so where can you get the Turbomaster nowadays anyway??? I thought the company (Schedler Systems) went kaput about 5 years back...

Let us know place and cost... Also does it work with a RAMLink, (boy could the parallel drive and the turbo speed up this board..)

Joe Commodore
Silicon Realms BBS NISSA Node 3, San /[ndreas, CA
(209)754-1363

-Response #4 of 8- By JEFF JONES-LSD1

On Wed Jun 14, 1995 8:17 AM

Subtopic: Turbo

As far as I know, Turbomaster and swiftlink can't be used together. I'm almost certain that it won't work on a cartridge expander board. Of course I may just be pessimistic. I got the TM second hand. I'm also looking forward to trying out the FLASH 8 accelerator, which runs at 8MHZ. PPI is supposed to distribute it in the US. I'm still waiting.

Schnedler Systems didn't go of business. The TM sold for \$179 for years, but wasn't selling fast. He began dumping them for \$99, but found he wasn't making money. So he ceased production. Now he won't make them unless he gets orders of 100 or more.

ESCOM Continued...

Very truly yours, <signed> Marvin Birkinbine 4-27-95
(MS) Please send your company profile. Best regards.
Manfred Schmidt

Courtesy of Marv Birkinbine. Transcribed by Sam Johnson Madmaxx@micron.net unclesam@micron.net
Editor AUSI Monitor Amiga Users of Southwest Idaho
Usual disclaimers apply.

Editorial -- It's Uncle Sam To The Rescue Again -- This Time To Save Us From Our Modems!

by Jeff Jones. I remember years ago I opened a room on the now defunct Qlink called *Essex House*. No one came into my room because moments after I created the room, it went private. Qlink was trying to "protect" families by removing from public view *any* room that had the word, *sex*, embedded in it. This was idiocy, but the rule stood -- and the people on Qlink continued to be as rude and lewd as ever -- in rooms without *sex* in the name. Let's face it: People have half the manners online and twice the hormones. This is simply because they can hide behind a cute little handle. Civility flies out the window and man's baser nature creeps forth.

Qlink was a closed world. It wasn't even part of the Internet like *Genie*, *AOL*, *Prodigy* and *Compuserve* (to name a few). Now most of the Email I receive on *Genie* comes through the Internet, and some of it is quite saucy. I have a friend in Chicago who recently broke up with a woman who used and abused him. He chronicled his anguish in long Email letters, some of which were more than 40K apiece. My friend also curses like a sailor. Doesn't bother me, but it may bother Uncle Sam.

The provision that annoys me would make it a crime punishable by fines of up to \$100,000 and two years in jail for people who knowingly transmit indecent material over a network accessible to people under 18. I will admit publicly: I sometimes receive indecent Email, some from people who I don't even like. I don't want to see *any* of these people fined or jailed -- unless I ask them to stop emailing me and they ignore my request.

It never fails to amaze me what lawmakers will do when it comes to computers. The new Telecommunications bill is more of a threat to the American way of life than any string of profanity or any uuencoded compressed pic of a scantily clad female. Like the sodomy laws in all but a few states, which continue to send otherwise law-abiding

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married heterosexual couples to jail for longer terms than some murderers, get ready for the silent march of hundreds, then thousands of naughty American typists to the slammer. Why, because they Emailed a naughty bit of prose or a naughty pic *privately* to a close friend over the phone -- using computers.

Trouble is, just about all networks are accessible by kids. The Senate, which probably knows about as much about the Internet as they do neutron stars, is playing politics again, trying to make a segment of the population say, "That's right! You *get* those perverts!" The problem with that is, they place us all at risk when they pass bills like this, it's regular, law-abiding people who get hurt.

Sometimes *families* get into fights, and send nasty Email among themselves. I was in a heated Email argument with my sister a couple of years ago. Imagine the federal government swooping down to arrest a brother because, in a heated Email exchange with his sibling, he used the dreaded F-word while on Compuserve. It happens. And if the Email police begin monitoring the Internet with simple programs that scan for certain words, regardless of context or audience, plenty of *normal* people will be flagged.

I've received some saucy Email over the years, both from people who hate me -- and from rather amorous LOADSTAR readers. Again, it's the fact that adults are acting like adults *on computers* that is springing the Senate into action. Adults are still free to talk dirty on telephones, the postal system and behind closed doors. So if adults can talk dirty by voice, what makes it worse if they use the same phone lines with their computers? Is not the Bell System a "network accessible by people under 18?"

This smacks of the same busy body mentality that caused Tipper Gore to go mad over rock (and now rap) music in the 80s. Sex and violence was okay -- except when it was mixed with music. They could tolerate Clint Eastwood blowing off heads, but put it to a nice beat (now on modems) and "here comes the devil."

I don't think the legislators realize how difficult it is to gain access to porn online. Sure kids are going to get through somehow, just like when I was a kid, I managed to "lift" a few porn magazines while I purchased comic books.

I think the main victims of useless legislation like this (besides the people who will rot in jail if it's ever signed by the President) are those people who will eagerly cast their votes to re-elect the legislators who inspired this witch hunt in order to appear just and holy. Yeah, I can really see the likes of Ted Kennedy and Bob Packwood arguing for these provisions.

If networked BBSs will be held liable for the profanity of its users on debate boards, you can kiss *The LOADSTAR Connection* goodbye, because I will *not* waste my time chasing down horny teenagers and raunchy adults, begging them and threatening them about their language. Our BBs is networked with Image BBSs all over the country. I have already asked people to watch their language from time to time, but no way will I allow the BBS to stay up if one pervert can send *private* Email to another Pervert and threaten my job, my bank account, and perhaps my freedom. I also do not read all posts. So a person could post something in the Poetry category (which I never read) and I will go unnoticed until I get complaints. In the short stories category of our BBS is a collection of pointless infantile drivel, clearly designed to shock prudes. I guess I better go back and delete them all -- for the sake of America. This really bytes.

The Commodore in Education

by John Elliott. I used to correspond with Frank Gordon. He went on to do some things for Gazette- patches for Speedscript largely. What I am most interested in is some graphics for math programs he developed. One is on one of your Gazette back issues. My point is that it allows with a C-64 modifications of the abscissa and ordinate to represent changes in equations- something schools are spending big dollars now doing with graphics calculators and adaptors for overhead projectors. We can do it as well and cheaper.

In March of this year I attended the International Conference on Technology in Education in Orlando. While my C-64 was not mentioned in any of the presentations, I was struck by its relevance to both the content and the methods of the presentations.

Presentation methods:

During the previous several years of my attendance at this conference, presenters had attached their computers to overhead projectors to demonstrate their programs. This year most were using classroom television sets attached via a stand alone interface to their computers. No longer did they have to darken the room in order to obtain an even tolerable image. I was told that this was possible now that the cost of the interface had dropped to only \$300. I congratulated them on reaching the stage of my C-64. Since the middle 1980's I have used my vic 20 or C-64 as a presentation device for my college classes while it is attached to a television. When it was not convenient to run a program "live", I brought a video cassette of my Commodore generated demonstration to class. With the tape I could show it using both the pause and rewind functions.

Conference Ware - For the past two conferences, conference ware has been promoted especially for the high school and college level. This hardware/software combination allows participants in a meeting to simultaneously collaborate on a document. It is found that many meeting attendees will contribute in writing who will not when the only contributions are spoken. Those of us whose main modality is visual rather than auditory also appreciate being able to see what is said. The minutes of the meeting are verbatim rather than paraphrased. Elementary teachers appreciate the ability with conference ware to have collaborative stories worked on by two or more writers. This among other objectives, furthers their theme of cooperative learning. Lotus Notes promoted this feature at Orlando. Hardware and software and training costs were a few thousand dollars.

When I returned home I discovered that I can approximate the same set up with communications software, two modems, and two Commodores. (I am actually using a Tandy WP2 laptop dedicated word processor and my C-64, linked by a Swiftlink rs232 interface, and null modem cable. The same result could be achieved more easily with two modems attached to Commodores, and a link created by the same telephone line that I use to join my 1670 modem to the wall junction box). When both computers are running a communications program, whatever is typed on either keyboard will appear on screen. Two writers side by side can alternate lines or words in their shared document. If the buffer is open and it has a save to disk function, whatever is typed can be saved and reloaded into a word processor for editing.

The Third World - A researcher who had worked in

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The Compleat Walt: During LOADSTAR's first ten years we have published 24 of Walt Harned's slideshows and multimedia events. Now we've gathered them into one huge collection: seven 5.25 inch disks or three 3.5 inch disks! There are over 250 pictures, including some that have never been published. The greatest one-man collection of art on any computer platform! 5.25-inch disks order #070425 3.5-inch disks order #070423. \$20.00 postage paid!

The Compleat Roger: 25 educational quiz programs, each carefully crafted by Roger Norton, an educator who uses C-64's. These programs come crammed on two 5.25-inch 1541 disks or one 1581 disk. 5.25 set #0004D5 3.5-inch disk #0004D3. \$20.00 postage paid!

The Compleat Proquest: A 1541 disk with all of the entries in the 1993 short story writing contest on it, including the three grand winners. \$4.95.

* No, we didn't misspell "complete." Compleat is the ten dollar spelling of complete.

Still coming in the near future! The COMPLEAT GEOS, a virtual treasure chest of GEOS clip art encompassing over a dozen 3.5-inch disks. Unlike some other GEOS collections, our GEOS clip art was created by computer graphics professionals whose only job is to create great art. The COMPLEAT STRATAGEMS with over 300 game genies to help you finally beat those games. Each set will be \$20 postage paid. Call for availability.

What Is LOADSTAR?

LOADSTAR is a monthly "magazine on disk" for the Commodore 64/128. Subscribers receive two 1541 disks (or one 1581 disk) in their mailbox every month filled with news, articles and programs. These non-PD, high-quality programs are written by the best home-based programmers in the field and edited by the crack LOADSTAR team of Fender Tucker and Jeff Jones. Subscription prices are at an all-time low of \$69.95 for a 12-month subscription, or \$19.95 for a three-month subscription. You may also elect to subscribe "by the month", where we charge your credit card \$6.95 for each issue *after* it's shipped. LOADSTAR's track record of over 11 years of uninterrupted publication (134 monthly issues) is unmatched by any computer disk magazine. As long as there are devoted C-64/128 fans, there will be a LOADSTAR Tower. Call 1-800-594-3370 and subscribe!

GEOPOWER TOOLS - 19 Geos utilities: Calendar Printer, Fast Format, Geo Fetch (grab any portion of a screen as a Photo Scrap), Phoenix (resurrect a trashcanned file), Programmer's Calculator are just a few of the handy tools. Side Two is filled with Clip Art (in Photo Album format) and fonts. \$9.95 (C-64/128) Item #080525

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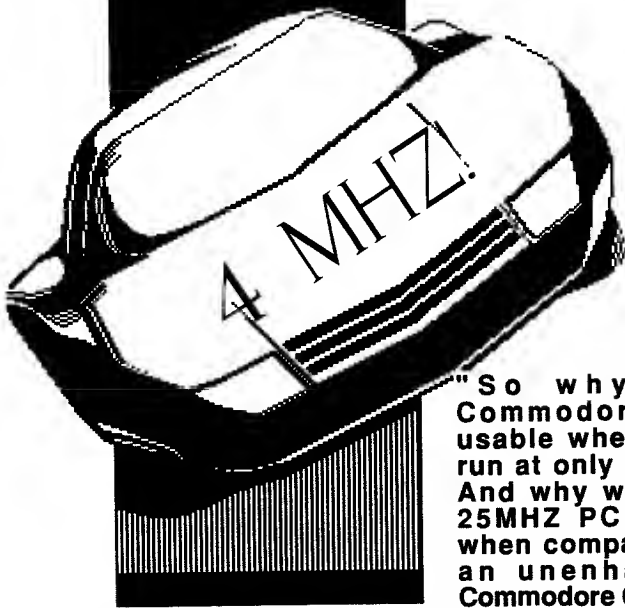
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My 4MHZ Adventure On a Commodore 64

by Jeffrey L. Jones



"So why are Commodore 64s usable when they run at only 1MHZ? And why would a 25MHZ PC crawl when compared to an unenhanced Commodore 64?"

The Turbomaster is a cartridge that plugs into the expansion port of a Commodore 64 computer. It's essentially an external computer. All computing goes on inside the cartridge. It just dumps the results back to the 64 every few cycles, and uses the C-64 for its keyboard, video chip and IO connections. There are places on our C-64-run BBS that I thought needed speeding up. My mind went back to the Turbomaster. Unfortunately it's no longer for sale.

When I made a national call for a used Turbomaster cartridge in a recent LOADSTAR LETTER, Steve Satak, of Washington, gave me a call. He told me that he had the cartridge, but never used it anymore. We negotiated a trade, and he plopped it in the mail. The cartridge was plug and play. Since it was guaranteed to work only in a real C-64, I plugged it into our BBS computer, which is a C-64c. I was pleasantly surprised.

The C-64 is surprisingly fast. Where it's weak is disk access speed. It was developed in a day when people were just plain *grateful* to have a disk drive. Back then doing it fast wasn't the point. Just being able to give a file a name and save it or retrieve it was enough. Indeed, I remember feeling that my unenhanced 1541 was a speed demon compared to my tape drive.

Whenever I mention to a PC or MAC user that the C-64 runs at only 1 MHZ (one million cycles per second), they reel and say "God, that's slow!" Inevitably they gasp when they see those one million cycles per second in action. This is because the C-64 runs not at 1 MHZ, but 1MHECPS (1 million highly efficient cycles per second). It's difficult to compare a C-64 with the PC since I am no expert on the PC, but I would dare venture to say that a normal C-64 runs about as fast as a 12-16 MHZ PC -- and can sometimes seem faster. This is mainly because the PC runs on a convoluted, always backwardly compatible mish-mash of a patched operating system. The latest incarnation of user environments, Windows, is so convoluted and slow, that it has forced a PC revolution. Instead of making Windows faster, PCs have been made faster, and hard drives bigger, to accommodate Windows.

This is why a 4MHZ C-64 seems so fast. The C-64 has

an 8K kernal, which can be totally ignored with machine language programs. The C-64 at 4MHZ has screens that pop up so fast that you can't read them. Four times the speed may not seem like much, but when you think about it, a wait of 3 seconds computing time (which *is* a good wait for me) becomes a mere pause of less than a second. Long waits of 10-20 seconds become 2.5 to 5 seconds. GEOS screens that used to take a second or two to pop up in their own clunky way, suddenly blaze on the screen.

It's a low down dirty shame that the TurboMaster cartridge is no longer for sale. It's not the fault of the manufacturer, Schnedler Systems. It's the continued disinterest of Commodore users, who are excited by new products, but don't seem to buy them en masse. For instance, LOADSTAR is a respected name in the Computing world yet we have fewer than 10,000 subscribers out of millions of potential customers.

With much luck, the more expensive Flash 8 8MHZ accelerator will sell faster and longer than the Turbomaster. PPI is scheduled to market it in the US, and I hope they send us a unit to review. LOADSTAR will do anything it can to promote the unit if it is as reliable as the Turbomaster.

When I tried the Turbomaster on our BBS, I was amazed at the speed. Locally, with no modem, it seemed 10 times faster. Remotely (over a modem) the text didn't fly across the screen because modem speed slowed it down. But all pauses were quartered. The difference was noticeable as the following discussion, taken from our BBS, shows:

38 [008] *NRB* "image at 4MHz!"

By: BODACIOUS @ BOD

On: Fri Jun 9, 1995 8:32 PM

LR: Sat Jun 17, 1995 11:08 PM

-- 8 Responses --

Posted On: Fri Jun 9, 1995 5:24 PM

Jeff Jones called me a couple of days ago and said he had loadstar bbs running at 4MHz! i called and sure enough...it was image 1.2...faster than i have ever seen it before! doubt it??? call for yourself! 1-318-425-4382. how did he do it? he inserted a turbomaster accelerator cartridge (jiffy dos version) into the cartridge slot of his 64 and shazam! call their bbs and just go between the various modules and see how fast they load! check out the subs...the part where it "scans" for new



The Pentium would seem like this at 1-4 MHZ!

Brazil and was sophisticated in the uses of technology in education, objected to the government policy of computerizing the schools. Many public schools do not have running water, and have difficulty obtaining chalk. Our Commodores would seem to be more appropriate acquisitions in this instance than a more expensive platform. If the rumors are true that the new Commodore owners will resurrect the C-64 line with China as the prime customer, it would appear that someone is recognizing our computer's potential for the 3rd world.

Logo and Adult Learners - A University of Toronto professor described his introductory course which requires extensive programming using Logo. A number of utilities including word processors are created. Animation is also generated. He argues that Logo is as effective for adult learners as for children. This argument was also made at the Boston version of this conference two years ago when Seymour Papert, the language's inventor, encouraged its wider use. On returning home I discovered that I had a wide range of Logo materials, including a graphic program which will drive my 1520 Commodore plotter. It may be that there are more C-64's capable of using Logo than any other platform. While Papert seemed delighted that more powerful computers were now available for Logo, much of what he and the University of Toronto professor emphasized can be done on our Commodores.

The Internet - Any presentation that included the terms World Wide Web or Internet drew large audiences. Browsers mentioned were Mosaic. Although there was a preference for Netscape. For those of us without these options, Lynx was praised. Home pages were in some cases contacted during a presentation to demonstrate the

activities of the speaker's organization.

We Commodore users do not have access to a graphical browser that will show us a the pictures of a home page. We can however, if we have a "shell account" with a provider, and the Lynx program, reach any home page, and read its text. If we wish we can to quote Ted Seitz of BBUG newsletter, "download the graphics and beat them to death with a conversion program until our Commodores recognize them." There are for example, a number of programs that will convert a gif file once it is on a Commodore disk to Geopaint or a doodle. The problem in my area is that no local Net provider will supply a "shell account". They all require that the software be on the user's computer rather than on the supplier's hard drive. Jim Brain is working on a program which will allow us to from our own Commodores duplicate the dial up capacities of Eudora and Winsock for ms dos or Windows computers.

While I may not get the simultaneous image and text that my Mac and IBM friends have, I will with my text only approach up and download much more quickly. With this acknowledgment, most educators would find the C-64/128 to be a quite acceptable method of using the Net with reasonable cost and speed.

An Object Lesson - The Tampa Science Museum maintained what I thought was perspective. In its computer area a Commodore 128D was displayed dissected and labeled. Another 128 was used to connect museum visitors to Compuserve. I like to think that they were recommending that we view any technology not as obsolete, but appropriate for, or not appropriate for, its assignment.

John Elliott, Nova Scotia Teachers College

POGO STICK

The object of the game is to move about each maze fixing the out of place bricks while avoiding various obstacles. When all of the bricks have been fixed you are presented with a more difficult level. Each level contains elevators to assist in reaching the out of place bricks. There are several obstacles that endanger your pogo stick (such as pogo stummers and moving balls). Higher levels have more obstacles. Bonuses appear which add to your score and help to complete levels.

You must hurry in finishing each level because when the hour glass empties you lose a pogo stick. The game ends when you run out of pogo sticks.

Learning to play Pogo Stick will only take a couple games but getting past level 10 will take a considerable amount of practice.

Both games are fast paced and have multiple levels (the games do not end when you reach the last maze). Both games run on a standard Commodore 64 or 128 (in 64 mode). Each program is supplied on a 5 1/4 inch diskette, so a 1541, 1571 or compatible disk drive is required. The keyboard or a joystick (in either port 1 or port 2) is used to play the games.

SUPER POGO STICK

Like Pogo Stick, the object of Super Pogo Stick is to fix all of the out of place bricks before the hour glass empties. You must avoid various obstacles to reach the out of place bricks. Bouncing your way onto bonus items can add to your score and help you to complete levels.

Super Pogo Stick also adds the following features:

- 25 different mazes (with the ability to use even more).
- More obstacles (which include snowmen and shovels).
- More bonuses (which include extra time and a shield).
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- Keeps track of the 10 highest scores. You can also save and load the high scores to disk.

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